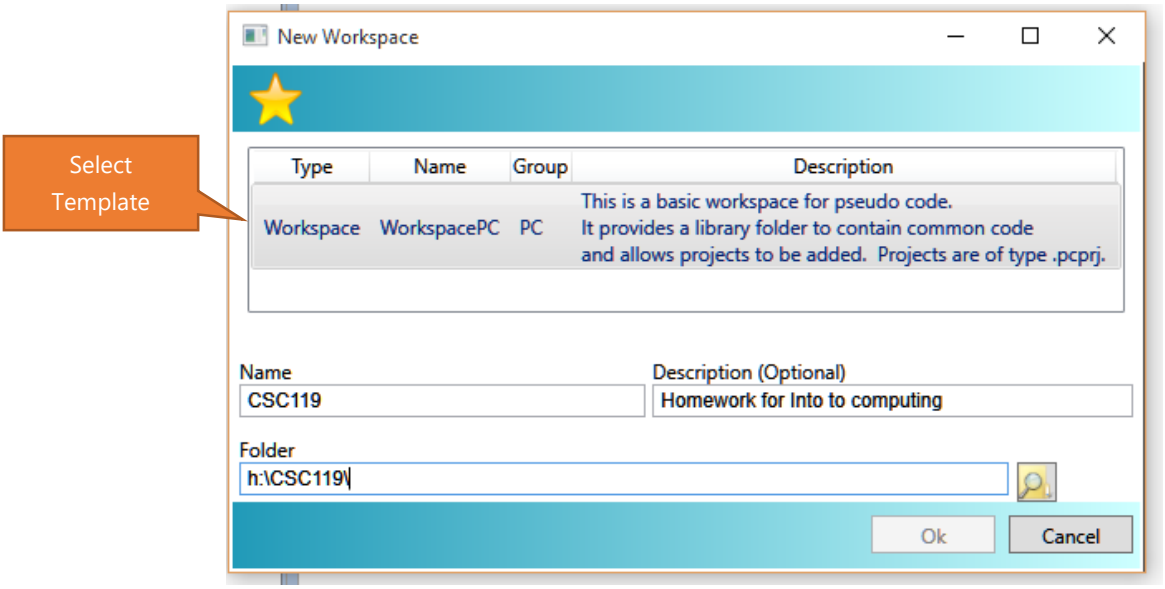
Welcome to the PC IDE

5 tips for a simpler way to work

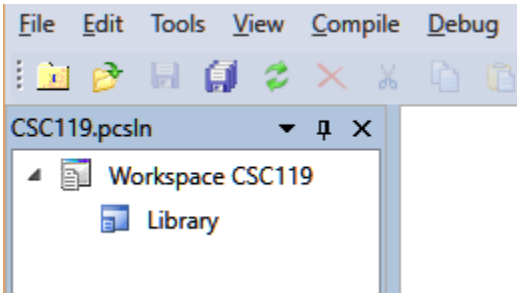
1. Use Workspace for each Course

Working in a workspace allows you to put all your files in a single folder and have access to multiple lessons. To create a workspace go to **File/New Workspace** menu item and you will get the dialog below. Here we create a workspace in a folder.



Be sure to select the ***WorkspacePC*** workspace type in the list at the top of the form.

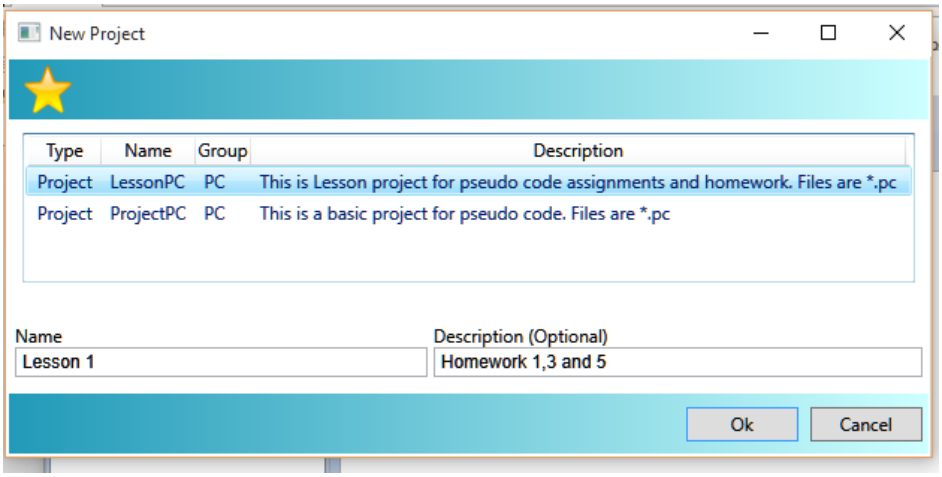
When you hit ok a workspace is created and opened, it will look like this. The workspace will have one Library project. The library project is for more advanced programming where we want to share modules and other functions to our lessons without having to have keep writing them for each lesson.



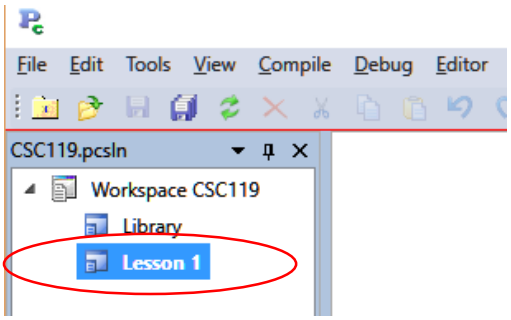
2. Use a project for each Lesson

For each lesson add a new project and name it for the lesson. Like Lesson 1, Lesson 2, etc. This allows you to group all your assignments together for a lesson (usually 3 problems) and makes it easy to see what you have done, and what you are working on.

To create a new lesson project click the ***File/New Project*** menu item. It will open up the following dialog box. Select the Lesson project type and enter the Name and a description (optional). When you click OK it will add a project to your workspace.



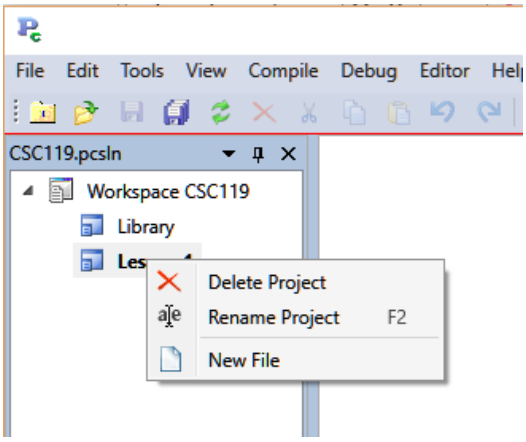
You Now have a lesson folder in the workspace.



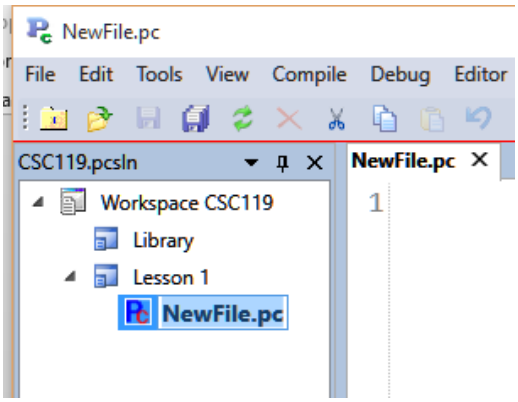
3. Use a file for each homework

To complete the homework you can add a homework file to the lesson. For instance, if the assignment is Problems 1, 5, 7, then you can create files HW1.pc HW5.pc and

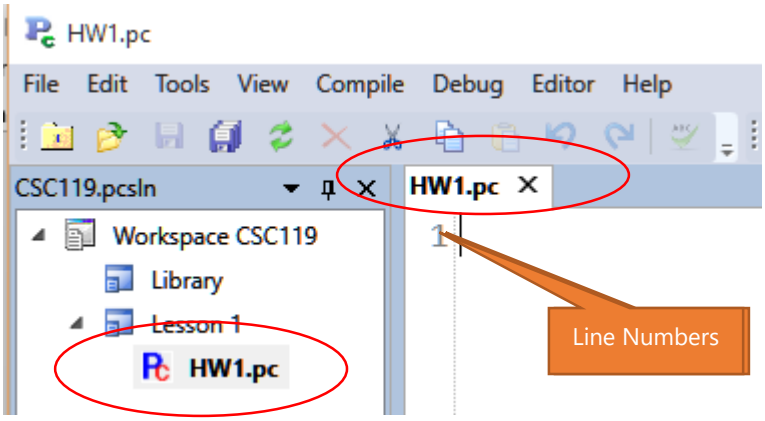
HW7.pc in Lesson 1. To accomplish this, simply **right click on the Lesson 1** folder and select New File from the pop-up menu.



A new file name **NewFile.pc** is added to the folder and is set for editing so you can change the name to what you want.

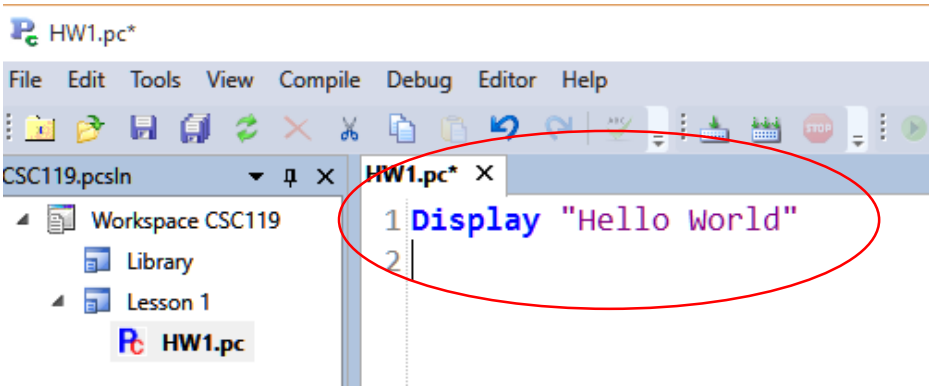


Change the name to **HW1.pc** and press tab. Notice the tabbed document to the right now shows the contents of the file (which is empty).



Line numbers are shown on the left side of the document. You can now enter the Hello world demo. Just click in the HW1.pc tab window and type:

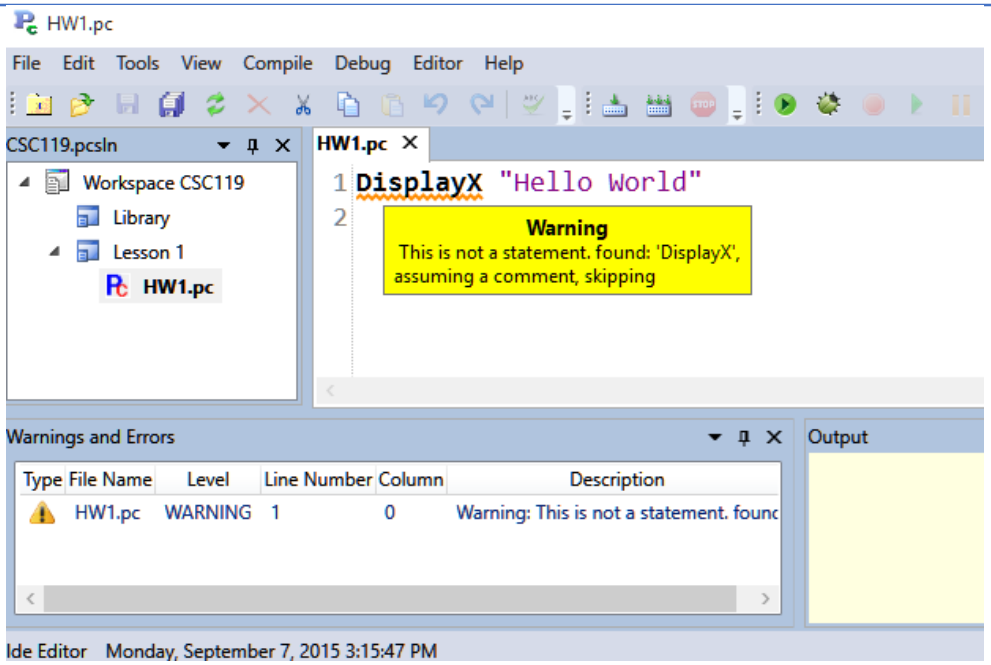
Display "Hello World"



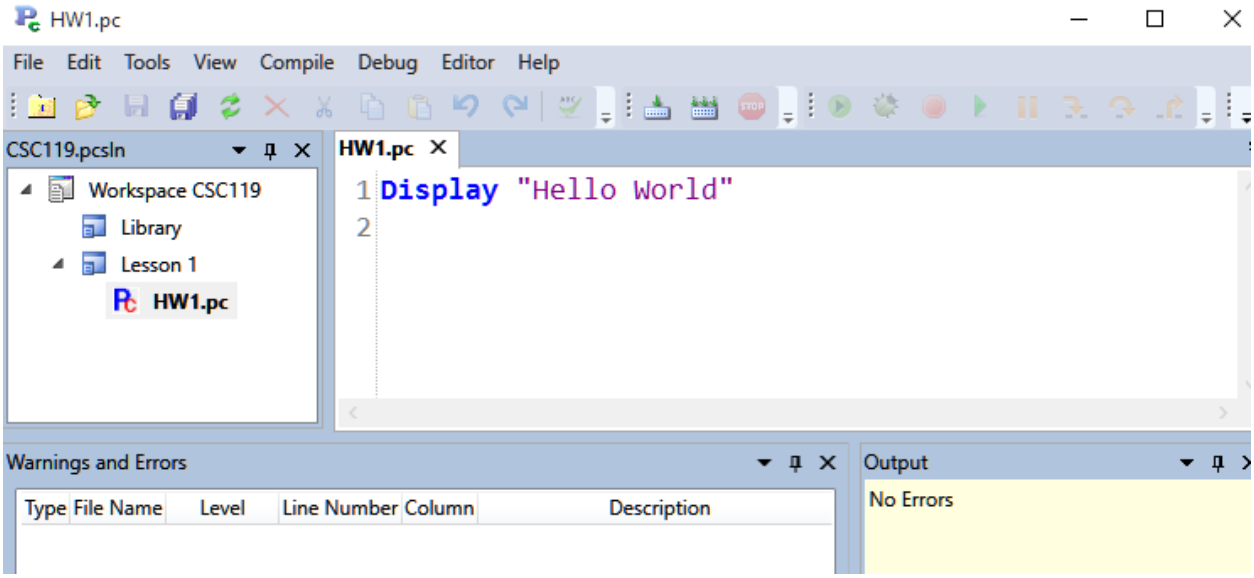
You will notice a couple of changes. First the test will change color to indicate what part of the language syntax it is. In this case, blue for the command **Display** and purple for the "Hello World" text. Also note the * after the name in the tab and in the title bar. This indicates the file has changed. You can press the save button to save it.

4. Compile your program

Use the compile button on the compile toolbar to compile the program and check for errors. If there are any errors they will show up as a red squiqqly line under the text and be listed in the error list. Here is an example where we misspell Display. If you hover over the squiggly line you get the tool tip with some comment about what wrong. Since the compiler doesn't know the word **DisplayX**, it assumed it must be a comment and not code. Note also the word is not blue indicating the correct syntax!

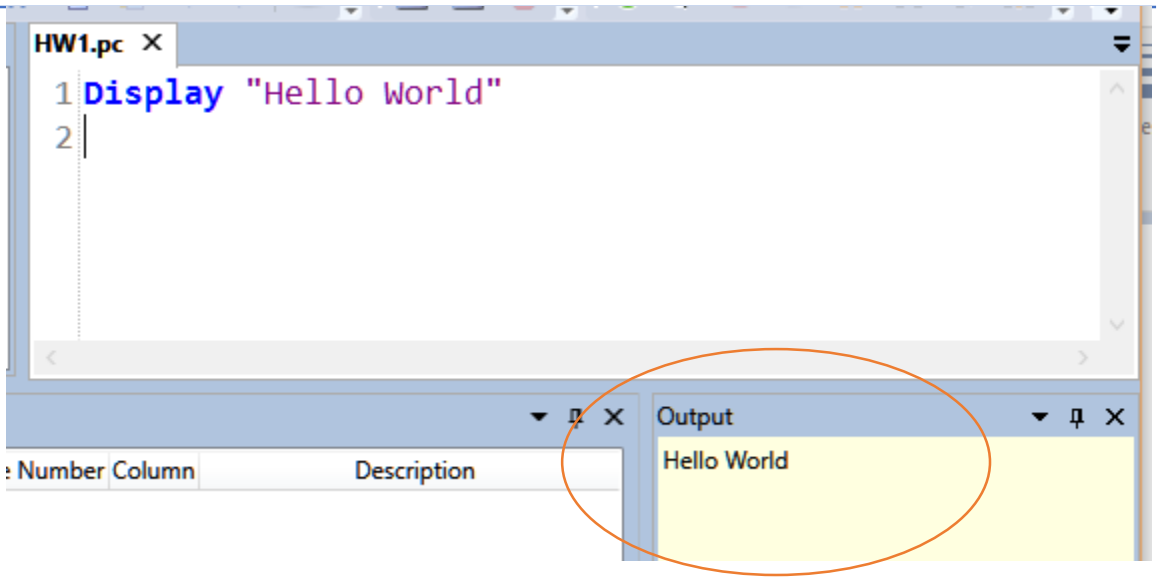


Fixing the code and compiling again we get no errors.



5. Test your code by running it

So far so good, now the compiler understood what you wrote but is it correct? To find out Run the code by pressing the Run button. In the output window you will see the results like this.



Ready to get started?

I hope you enjoyed writing your first program and learning about workspaces and projects.

Sincerely,

Robert C. Steiner

Learn More

Keep going. Keep an eye on announcements and How to use workspaces